HOW TO USE THIS PACKET

This packet has been designed to include questions that are not frequently found in typical Amusement Park Physics packets. We have designed the packet this way for several reasons:

- (1) We feel a teacher can rotate questions from year to year and possibly have new questions for at least 3 years. In this way, a teacher has the option of including new questions each year. As a consequence, there are questions in this packet you may not want to use; hence, you will need to glean only those questions you feel are appropriate. There is an extensive list of available laboratory manuals on Amusement Park Physics in the Appendix.
- (2) We have tried to stray away from a cook book approach where equations are given along with appropriate data. We feel solving problems in a plug-chug type of format is not problem solving. As a consequence, many questions are open-ended and your students may have to play engineer for a day. Students will have to be creative to obtain necessary data as well as know the appropriate equations to solve quantitative problems. Many of the pertinent data can be found in the Six Flags Great America Teachers Manual on Amusement Park Physics.

We encourage students to keep a journal or laboratory report. Possibly this report might contain a written description of the procedure used to collect the necessary data and then sample calculations showing pertinent equations with the correct units.

We recommend students estimate the mass of a typical rider to be between 60 - 70 kg. The mass for some of the roller coaster cars is listed below.

Ride American Eagle	Mass of One Car 1,050 kg
BATMAN The Ride	485 kg
Demon	725 kg
iron Wolf	500 kg
Loggers Run/Yankee Clipper	300 kg
Raging Bull	1950 kg first car, 1225 kg rest of cars
Shock Wave	725 kg
Sky Trek Tower	357 kg (when full to capacity)
Spiashwater Falls	1730 kg
Viper	1,050 kg
Whizzer	1,180 kg